



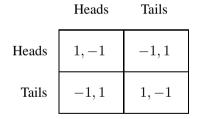
# Mixed Strategies and Nash Equilibrium

Game Theory Course: Jackson, Leyton-Brown & Shoham

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## **Mixed Strategies**

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# **Mixed Strategies**

- It would be a pretty bad idea to play any deterministic strategy in matching pennies
- Idea: confuse the opponent by playing randomly
- Define a strategy  $s_i$  for agent i as any probability distribution over the actions  $A_i$ .
  - pure strategy: only one action is played with positive probability
  - mixed strategy: more than one action is played with positive probability
    - these actions are called the support of the mixed strategy
- Let the set of all strategies for i be  $S_i$
- Let the set of all strategy profiles be  $S = S_1 \times \ldots \times S_n$ .



#### Utility under Mixed Strategies



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  - We can't just read this number from the game matrix anymore: we won't always end up in the same cell
- Instead, use the idea of expected utility from decision theory:

$$u_i(s) = \sum_{a \in A} u_i(a) Pr(a|s)$$
$$Pr(a|s) = \prod_{j \in N} s_j(a_j)$$

## Best Response and Nash Equilibrium

Our definitions of best response and Nash equilibrium generalize from actions to strategies.

Definition (Best response)

 $s_i^* \in BR(s_{-i}) \text{ iff } \forall s_i \in S_i, \ u_i(s_i^*, s_{-i}) \ge u_i(s_i, s_{-i})$ 

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Theorem (Nash, 1950)

Every finite game has a Nash equilibrium.





# **Example: Matching Pennies**



	Heads	Tails
Heads	1, -1	-1, 1
Tails	-1, 1	1, -1

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## Example: Coordination



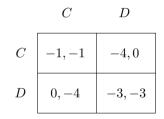
	Left	Right
Left	1,1	0, 0
Right	0, 0	1, 1

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## Example: Prisoner's Dilemma





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